



APPENDIX

1. A method for a distributed audio server, the method comprising the computer-implemented steps of:
 - generating audio data and graphic data in a platform-independent application;
 - sending the graphic data to a display server on a client machine specified by a display environment variable; and
 - sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line parameter.
2. The method of claim 1 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.
3. The method of claim 1 wherein the display server is an X Windows display server.
4. A method for a distributed audio server, the method comprising the computer-implemented steps of:
 - generating audio data in a platform-independent application;
 - in response to receiving the audio data at an audio driver, determining whether an audio environment variable or an audio command line parameter is defined; and
 - if an audio environment variable or an audio command line parameter is defined, sending the audio data to a platform-independent audio server on a client machine specified by the audio environment variable or by the audio command line parameter.
5. The method of claim 4 further comprising:
 - generating graphic data in the platform-independent application; and
 - sending the graphic data to a display server on the client machine specified by a display environment variable.

6. The method of claim 4 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.
7. The method of claim 4 wherein the display server is an X Windows display server.
8. The method of claim 7 wherein the graphic data and the audio data are synchronized.
9. A data processing system for a distributed audio server, the data processing system comprising:
 - first generating means for generating audio data in a platform-independent application;
 - determining means for determining, in response to receiving the audio data at an audio driver, whether an audio environment variable or an audio command line parameter is defined; and
 - first sending means for sending, in response to a determination that an audio environment variable or an audio command line parameter is defined, the audio data to a platform-independent audio server on a client machine specified by the audio environment variable or by the command line parameter.
10. The data processing system of claim 9 further comprising:
 - second generating means for generating graphic data in the platform-independent application; and
 - second sending means for sending the graphic data to a display server on the client machine specified by a display environment variable.
11. The data processing system of claim 9 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

12. The data processing system of claim 9 wherein the display server is an X Windows display server.

13. The data processing system of claim 12 wherein the graphic data and the audio data are synchronized.

14. A computer program product on a computer-readable medium for use in a data processing system for a distributed audio server, the computer program product comprising:

instructions for generating audio data and graphic data in a platform-independent application;

instructions for sending the graphic data to a display server on a client machine specified by a display environment variable; and

instructions sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line parameter.

15. The computer program product of claim 14 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

16. The computer program product of claim 14 wherein the display server is an X Windows display server.